Subject: Re: SelfPWN
Posted by ErroR on Mon, 13 Apr 2009 14:50:17 GMT

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Mr. SelFISHerman wrote on Mon, 13 April 2009 17:47RoShamBo wrote on Mon, 13 April 2009 09:40Mr. SelFISHerman wrote on Mon, 13 April 2009 14:37ErroR wrote on Mon, 13 April 2009 07:48http://img510.imageshack.us/img510/4594/1wjk83ndtn3hlwgnqwj3an4ao8.jpg
http://img369.imageshack.us/img369/4995/w87o4eqrjn07vx83swcs0xexf0.jpg
http://img369.imageshack.us/img369/2349/serenegrace20080822gu9.jpg
holly shit, how do you got that information??

Very easily thanks to shaders.dll.
its possible for you to enable that feature inside the shaders.dll library file?
hax